PRIMAL
THE AWAKENING

ICE EXPANSION

TABLE OF CONTENTS

Expansion Overview 2
- Components 2

New Rules 3
- New Terrain 3
- Monster Rules 3
- New Keywords 3

Campaign Mode Expansion 4

Expedition Mode Expansion 4

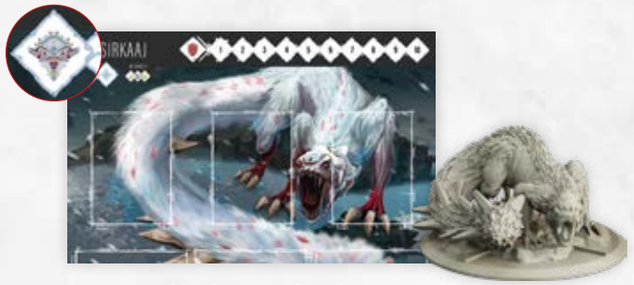
EXPANSION OVERVIEW

This expansion introduces a new category of monsters. It includes all the components associated with the new monsters, 4 new quest cards that expand the Campaign mode, and a new forge card that relates to the element Ice, with the corresponding equipment cards.

The two new monsters can be used in both Campaign mode, where the players explore a new region of *Thyrea*, and Expedition mode, using the scenario setup rules on pages 5-6.

Note: The *Primal: The Awakening* base game is required to play this expansion.

COMPONENTS



Sirkaaj monster board

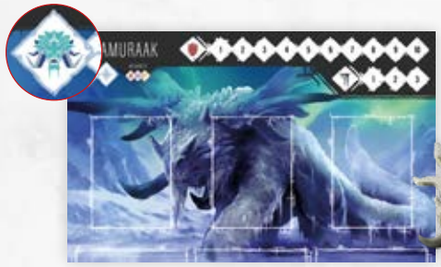
Sirkaaj miniature

6x Sirkaaj Stance card

3x Sirkaaj Peril card

18x Sirkaaj Behavior card

1x Sirkaaj Objective card



Mamuraak monster board

1x Glaciation marker

Mamuraak miniature

6x Mamuraak Stance card

2x Mamuraak Peril card

20x Mamuraak Behavior card

1x Mamuraak Objective card

Expansion Rules and Campaign Book

3x Forge card

2x The Awakened Behavior card

4x Ice terrain token

4x Quest card

1x Slowed token

10x Reward card

30x Item card

15x Armor card

15x Helm card

12x Weapon card

NEW RULES

This expansion introduces new monster rules, new keywords and a new type of terrain.
All the special rules are explained here in detail, so refer to this section when required, to understand the card abilities and scenarios included in this expansion.

NEW TERRAIN

Ice: At the end of your turn, if you are in a sector with an ice terrain and are threatened, exile the top card of your action deck (see the keyword **Exile** below).

MONSTER RULES

GLACIATION TRACK (*MAMURAAK*)

The Glaciation track is a special track on the monster board that measures the glaciation level over the course of the game. Each time you are instructed to increase the glaciation level by X, move the glaciation marker X spaces along the Glaciation track.

Glaciation track

Some monsters' card abilities interact with the Glaciation track and so their effects will have more impact as the glaciation level increases.

NEW KEYWORDS

Exile

When you are instructed to exile a card, put that card in your exile zone. Each player has an exile zone, which is a game zone outside the field of play. Interactions with exiled cards are dictated exclusively by card abilities.

Frost (*Mamuraak*)

This is a card trait. A trait has no inherent effect in the game, but card abilities may reference other cards that possess or lack specific traits.

Slow

When you inflict slow, place the slowed token on the monster board to indicate the monster is slowed. While the monster is slowed, do not refill its behavior slot when you resolve a behavior card. Then at the end of your turn, remove the slowed token and refill any empty behavior slots with the top cards of the behavior deck.

CAMPAIGN MODE EXPANSION

To integrate the quests of this expansion into your campaign, follow these rules:

- **Campaign Setup:** When you set up your campaign, add all the quest cards in this expansion to the quest deck. The *Campaign Book* in the base game will tell you when to unlock these quests, based on specific conditions during the campaign.
- **Scenario Setup:** To set up and play the scenarios for the quests in this expansion, use the *Campaign book - The Northern Stars* (you will find the campaign scenarios for this expansion in numerical order, starting on page 6).
- **Quest Rewards and Expiration:** Use the *Quest Rewards and Expiration* section in the *Campaign book - The Northern Stars* to find the rewards and expiration consequences for each quest in this expansion.

Campaign book - The Northern Stars

Quest Scenario *(Campaign book - The Northern Stars)*

Quest Reward *(Campaign book - The Northern Stars)*

Quest Expiration *(Campaign book - The Northern Stars)*

EXPEDITION MODE EXPANSION

This expansion introduces 4 new expedition scenarios for you to play outside of the Campaign mode.
You can find the setup rules for each of these scenarios on pages 5-6.

SIRKAAJ

EXPEDITION 1

4x Ice

1x Baethanis

EXPEDITION 2

4x Ice

2x Rock

MAMURAAK

SPECIAL RULES

Special behavior deck setup: Leave *Mamuraak's* Winter's Embrace card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Glaciation track: Set the glaciation level to 0 by placing the corresponding marker on the ╥ space on the Glaciation track. The Glaciation track is explained in detail on page 3.

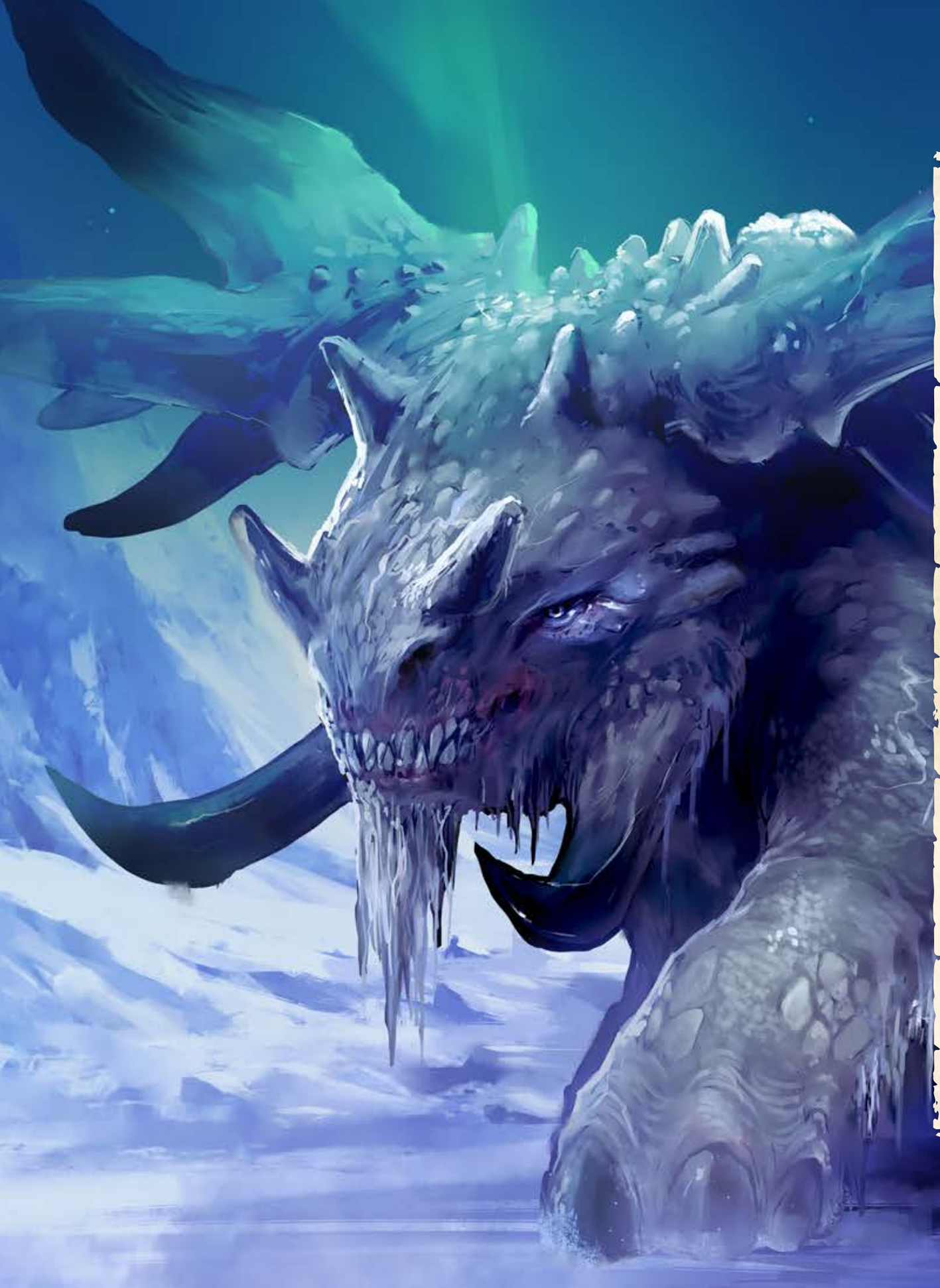
EXPEDITION 1

4x Ice

2x Rock

EXPEDITION 2

4x Ice



CREDITS

ICE EXPANSION

Game Design and Development: Tommaso Mondadori, Alberto Parisi

Rulebook: Tommaso Mondadori, Giovanni Gambarelli

Rulebook Proofreading: Board Game Circus (Harriet Cooper)

Playtest: Play Up Game Studio

Art Direction: Tommaso Mondadori, Laura Valdinoci

Worldbuilding and Narrative Design: Tommaso Mondadori, Giovanni Gambarelli, Laura Valdinoci

Writers: Laura Valdinoci, Tommaso Mondadori

Other contributors: Lorenzo Trebbi, Maurizio Landini, Tommaso Tafani

English Translation and Proofreading: Ciarán Michael Durkan, Margherita Zottola for Centro Linguistico Cesena

Translation and Content Review: Laura Valdinoci, Sara Baroni

Graphic Design: Daniel Comerci

Graphic Layout: Alberto Parisi, Elisa Amadori

Art: Daniel Comerci, Consuelo Pecchenino

Sculpting: Daniele Angelozzi, Alessandro Depaoli, Andrea Di Natale

Miniatures Consultant: Michael King

Production Management: Alberto Parisi, Tommaso Mondadori, Luca Ricci

© 2021 Reggie s.r.l. - All rights reserved.

No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law.